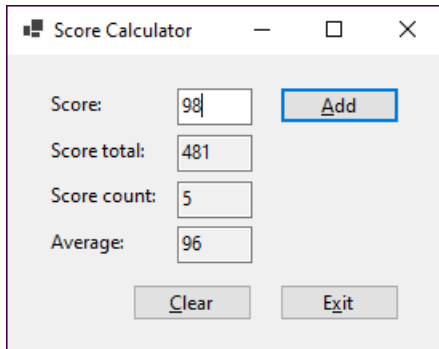


Lab 2 Accumulate test score data

In this exercise, you'll create a form that accepts one or more scores from the user. Each time a score is added, the score total, score count, and average score are calculated and displayed.

The image shows a Windows-style application window titled "Score Calculator". Inside the window, there are four rows of labels and text boxes. The first row is "Score:" followed by a text box containing "98" and a blue "Add" button. The second row is "Score total:" followed by a text box containing "481". The third row is "Score count:" followed by a text box containing "5". The fourth row is "Average:" followed by a text box containing "96". At the bottom of the window, there are two buttons: "Clear" and "Exit".

1. Start a new project named ScoreCalculator.
2. Add labels, text boxes, and buttons to the default form and set the properties of the form and its controls so they appear as shown above. When the user presses the Enter key, the Click event of the Add button should fire. When the user presses the Esc key, the Click event of the Exit button should fire.
3. Declare two class variables to store the score total and the score count.
4. Create an event handler for the Click event of the Add button. This event handler should get the score the user enters, calculate and display the score total, score count, and average score, and move the focus to the Score text box. It should provide for integer entries, but you can assume that the user will enter valid integer values.
5. Create an event handler for the Click event of the Clear button. This event handler should set the two class variables to zero, clear the text boxes on the form, and move the focus to the Score text box.
6. Create an event handler for the Click event of the Exit button that closes the form.
7. Test the app to be sure it works correctly.